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strategies for building from-scratch programs, recycling, reusing, and repurposing resources; negotiating reasonable expenses for "store bought" e-learning products; and incorporating real-world ideas for assembling tools, techniques, and strategies into workplace solutions. *The Power of Passive Income* Pearson Education India This is a comprehensive .NET-retraining guide

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written for the COBOL/CICS mainframe programmer from the perspective of a former COBOL/CICS programmer.

Exam Ref 70-332

Advanced Solutions of Microsoft SharePoint Server 2013 (MCSE)

CADCIM Technologies

For many years, Protective Relaying: Principles and Applications has been the go-to text for gaining proficiency in the technological fundamentals of power system protection. Continuing in the bestselling tradition of

the previous editions by the late J. Lewis Blackburn, the Fourth Edition retains the core concepts at the heart of power system and Networking 2006 IGI Global. General game players are computer systems able to play strategy games based solely on formal game descriptions supplied at "runtime" (in other words, they don't know the rules until the game starts). Unlike specialized game players, such as Deep Blue, general game players cannot rely on algorithms designed in advance for specific games;

they must discover such algorithms themselves. General game playing expertise depends on intelligence on the part of the game player and not just intelligence of the programmer of the game player. GGP is an interesting application in its own right. It is intellectually engaging and more than a little fun. But it is much more than that. It provides a theoretical framework for modeling discrete dynamic systems and defining rationality in a way that takes into account

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problem representation and complexities like incompleteness of information and resource bounds. It has practical applications in areas where these features are important, e.g., in business and law. More fundamentally, it raises questions about the nature of intelligence and serves as a laboratory in which to evaluate competing approaches to artificial intelligence. This book is an elementary introduction to General Game Playing (GGP). (1) It presents the

theory of General Game Playing and leading GGP technologies. (2) It shows how to create GGP programs capable of competing against other programs and humans. (3) It offers a glimpse of some of the real-world applications of General Game Playing. Electronic Devices And Circuit Theory,9/e With Cd Cambridge University Press Special education encounters distinct challenges in delivering personalized and practical assistance to students with disabilities. Educators frequently require support to address the varied needs of

these students, resulting in learning and development gaps. Moreover, early identification and catering to these needs can take time and effort, affecting students' long-term academic success. There is an urgent need for innovative solutions that can bridge these gaps and improve the educational experiences of students with disabilities. Transforming Special Education Through Artificial Intelligence offers a comprehensive exploration of how Artificial Intelligence (AI) can transform special education by providing personalized and individualized support for

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students with disabilities.

Through case studies and real-life examples, we demonstrate how AI can analyze data to tailor learning experiences, and most importantly, identify learning difficulties early. This crucial aspect of AI can significantly enhance communication among stakeholders and reassure them about the potential of AI in improving educational outcomes for students with disabilities.

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theory to practice. The extensive and thorough topic coverage makes this an ideal text for a range of university degree modules, foundation degrees, and HNC/D units. Now in its sixth edition, Higher Engineering Mathematics is an established textbook that has helped many thousands of students to gain exam success. It has been updated to maximise the book 's suitability for first year engineering degree students and those following foundation degrees. This book also caters specifically for the engineering mathematics units of the Higher National Engineering schemes from Edexcel. As such it includes the core unit, Analytical Methods

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for Engineers, and two specialist units, Further Analytical Methods for Engineers and Engineering Mathematics, both of which are common to the electrical/electronic engineering and mechanical engineering pathways. For ease of reference a mapping grid is included that shows precisely which topics are required for the learning outcomes of each unit. The book is supported by a suite of free web downloads:

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Integration and differential equations John Wiley & Sons  
Summary Maintaining poor legacy code, interpreting cryptic comments, and writing the same boilerplate over and over can suck the joy out of your life as a Java developer. Fear not! There's hope! Kotlin

is an elegant JVM language with modern features and easy integration with Java. The Joy of Kotlin teaches you practical techniques to improve abstraction and design, to write comprehensible code, and to build maintainable bug-free applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Your programming language should be expressive, safe, flexible, and intuitive, and Kotlin checks all the boxes! This elegant JVM language integrates seamlessly

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with Java, and makes it a breeze to switch between OO and functional styles of programming. It's also fully supported by Google as a first-class Android language. Master the powerful techniques in this unique book, and you'll be able to take on new challenges with increased confidence and skill.

About the Book The Joy of Kotlin teaches you to write comprehensible, easy-to-maintain, safe programs with Kotlin. In this expert guide, seasoned engineer Pierre-Yves Saumont teaches you to approach common programming challenges with a

fresh, FP-inspired perspective. As you work through the many examples, you'll dive deep into handling errors and data properly, managing state, and taking advantage of laziness. The author's down-to-earth examples and experience-driven insights will make you a better—and more joyful—developer! What's inside Programming with functions Dealing with optional data Safe handling of errors and exceptions Handling and sharing state mutation About the Reader Written for intermediate Java or Kotlin developers. About the Author

Pierre-Yves Saumont is a senior software engineer at Alcatel-Submarine Networks. He's the author of Functional Programming in Java (Manning, 2017). Table of Contents Making programs safer Functional programming in Kotlin: An overview Programming with functions Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving problems with advanced trees Functional

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input/output Sharing mutable states with actors Solving common problems functionally Library Automation Simon and Schuster "This book gives a general coverage of learning management systems followed by a comparative analysis of the particular LMS products, review of technologies supporting different aspect of educational process, and, the best practices and methodologies for LMS-supported course delivery"--Provided by

publisher. Blog Design Solutions Apress KEY BENEFIT: This comprehensive best-seller is aimed at readers with little or no programming experience. It teaches by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. KEY TOPICS: Introduction to Computers, the Internet and World Wide Web;

Introduction to C++ Programming; Introduction to Classes and Objects; Control Statements: Part 1; Control Statements: Part 2; Functions and an Introduction to Recursion; Arrays and Vectors; Pointers and Pointer-Based Strings; Classes: A Deeper Look, Part 1; Classes: A Deeper Look, Part 2; Object-Oriented Programming: Inheritance; Object-Oriented Programming: Polymorphism; (Optional) ATM Case Study, Part 1: Object-Oriented Design with the UML; (Optional) ATM Case Study, Part 2: Implementing an Object-



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Oriented Design; Exception Handling; Templates; Operator Overloading; String and Array Objects; String Processing with Class string; Stream Input/Output; File and String Stream Processing; Searching and Sorting; Data Structures; Standard Template Library (STL); Bits, Characters, C-Strings and structs; Game Programming with Ogre; Boost Libraries, Technical Report 1 and C++0x; Other Topics; Operator Precedence and Associativity Chart; ASCII Character Set; Fundamental Types; Number Systems; C Legacy Code Topics;

Preprocessor; UML 2: Additional Diagram Types; Using the Visual Studio; 2008 Debugger; Using the GNUtrade; C++ Debugger. MARKET: A useful reference for programmers. E-Learning Solutions on a Shoestring Routledge Here are the refereed proceedings of the 5th International IFIP-TC6 Networking Conference, NETWORKING 2006. The 88 revised full papers and 31 poster papers are organized in topical sections on caching and content management, mobile ad-hoc networks, mobility/handoff, monitoring/measurements, multicast, multimedia, optical

networks, peer-to-peer, resource management and QoS, routing, topology and location awareness, traffic engineering, transport protocols, wireless networks, and wireless sensor networks. Magento 1 DIY Packt Publishing Ltd Learn how Magento 1 works and how to manage it via easy and advanced techniques. Magento continues to be a top choice for eCommerce solutions in small and large businesses, and many systems are still running on Magento 1.x. This book is specifically designed for these versions. Aimed at entrepreneurs, marketers, and other experts

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interested in eCommerce, Magento 1 DIY shows you how to set up and configure Magento 1 for your own project. You will also learn how to use extensions, templates and enterprise features guided by easy-to-understand, real-world examples. What You Will Learn: Set up, configure, use templates, designs and extensions Optimize security and performance Integrate with PIM, ERP, CRM, and other enterprise systems Who This Book Is For: “ div>Anyone who wants to learn the basics of all aspects of Magento. You do not need any previous

experience with Magento. Learning Management System Technologies and Software Solutions for Online Teaching: Tools and Applications IGI Global Clear the "blog fog" with this complete visual guide to the WordPress platform Teach Yourself VISUALLY WordPress, 3rd Edition introduces you to the exciting possibilities of one of the world's most popular blogging platforms, and shows you how to build your blog from idea to execution. This edition has been

updated to reflect the changes and new features of WordPress, and includes coverage of mobile blogging solutions that allow you to post on the go. Richly illustrated with screenshots and examples from the author's own WordPress blogs, this highly visual guide walks you through the setup and creation process step by step, and offers expert tips and tricks every step of the way. From installing WordPress and choosing a theme to custom site editing and self-hosting, this book

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provides the answers you need and helps you get organized and published quickly. This is your essential guide to getting the most out of WordPress, from basic setup to advanced mobile features. Customize your site with plug-ins, themes, and personalized editing Blog whenever, wherever, with mobile blogging solutions Buy your domain, choose a hosting service, and set up the admin stuff Learn the best practices that result in engaging, dynamic websites Whether you're promoting a

business, building a personal brand, or just have something to say, this is your no-nonsense guide to building your blog. Protective Relaying Bloomsbury Publishing USA Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave. Transforming Special Education Through Artificial Intelligence Springer Science & Business Media

Autodesk Inventor Professional 2019 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2019, a feature-based 3D parametric solid modeling software. All environments of this solid modeling software are covered in this book with thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design

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techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modeling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies, and apply direct modeling techniques to facilitate rapid design prototyping. Salient Features: Detailed explanation of all concepts, techniques,

commands, and tools of Autodesk Inventor Professional 2019 Tutorial approach to explain the concepts Step-by-step instructions and real-world mechanical engineering designs as tutorials and projects Additional information in the form of notes and tips Self-Evaluation Test, Review Questions, and Exercises at the end of each chapter for the users can assess their knowledge. Technical support by contacting 'techsupport@cadcam.com' Additional learning resources at 'allaboutcadcam.blogspot.com'. Table of Contents Chapter 1:

Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-

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thinking and decision-making  
acumen needed for success at the  
MCSE level. Focus on the  
expertise measured by these  
objectives: Plan Business

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Continuity Management Plan a  
SharePoint Environment Upgrade  
and Migrate a SharePoint  
Environment Create and  
Configure Service Applications  
Manage SharePoint Solutions, BI,  
and Systems Integration  
HWM Apress

The definitive introduction to  
game theory This comprehensive  
textbook introduces readers to the  
principal ideas and applications of  
game theory, in a style that  
combines rigor with accessibility.  
Steven Tadelis begins with a  
concise description of rational  
decision making, and goes on to  
discuss strategic and extensive  
form games with complete  
information, Bayesian games, and  
extensive form games with

imperfect information. He covers a  
host of topics, including multistage  
and repeated games, bargaining  
theory, auctions, rent-seeking  
games, mechanism design,  
signaling games, reputation  
building, and information  
transmission games. Unlike other  
books on game theory, this one  
begins with the idea of rationality  
and explores its implications for  
multiperson decision problems  
through concepts like dominated  
strategies and rationalizability.  
Only then does it present the  
subject of Nash equilibrium and  
its derivatives. Game Theory is  
the ideal textbook for advanced  
undergraduate and beginning  
graduate students. Throughout,  
concepts and methods are

explained using real-world  
examples backed by precise  
analytic material. The book  
features many important  
applications to economics and  
political science, as well as  
numerous exercises that focus on  
how to formalize informal  
situations and then analyze them.  
Introduces the core ideas and  
applications of game theory  
Covers static and dynamic games,  
with complete and incomplete  
information Features a variety of  
examples, applications, and  
exercises Topics include repeated  
games, bargaining, auctions,  
signaling, reputation, and  
information transmission Ideal for  
advanced undergraduate and  
beginning graduate students

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Complete solutions available to  
teachers and selected solutions  
available to students